

Figure 1
(Prior Art)

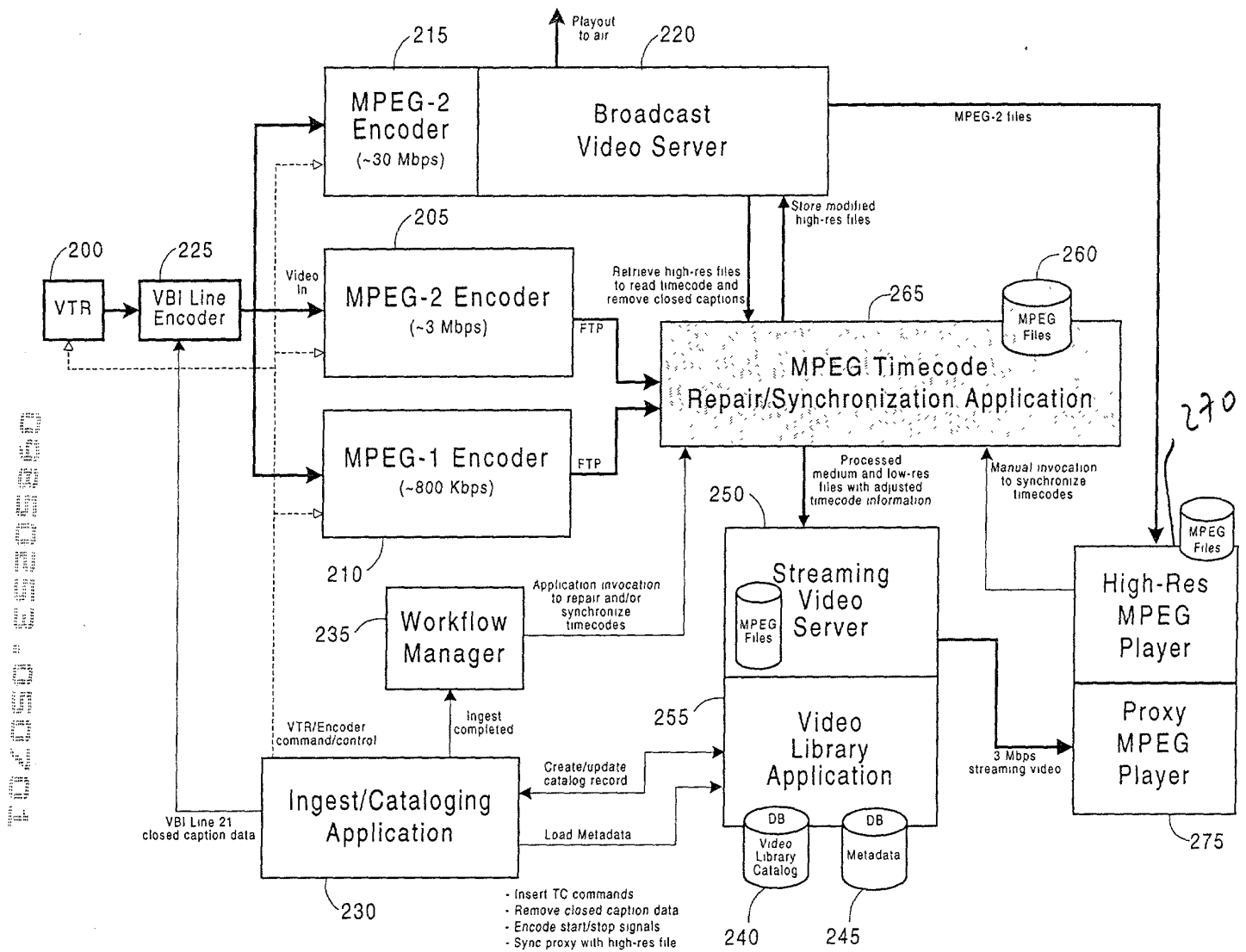
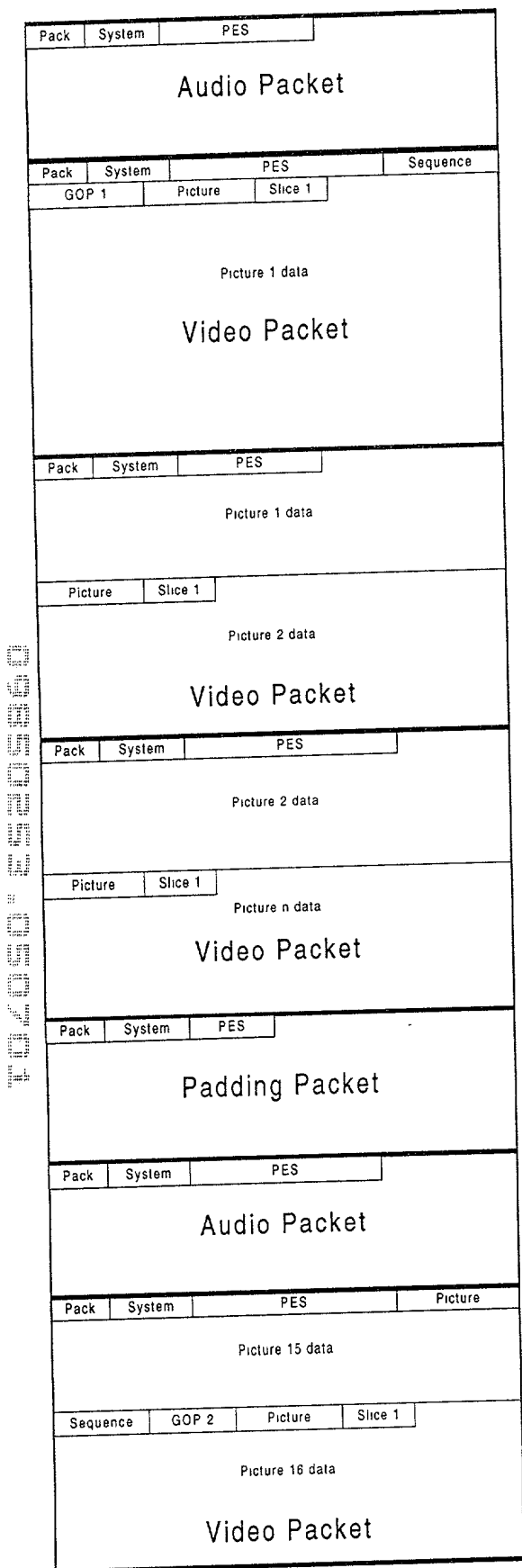
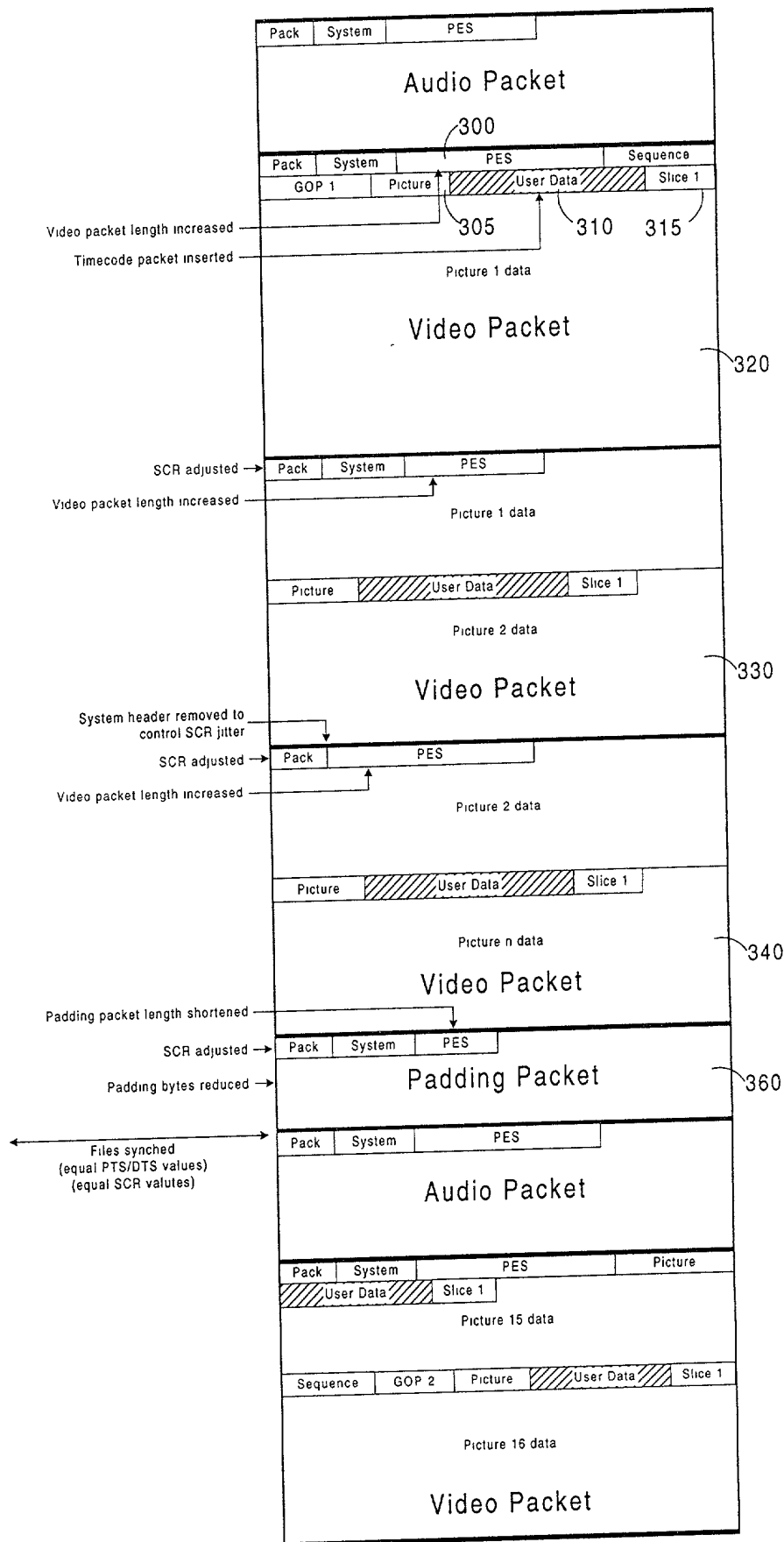


Figure 2



Original MPEG File



Processed MPEG File

Figure 3

Timecode Packet

		Offset	Format	Value
400	User data start code (4 bytes)	0	0000 0000	0x00
		1	0000 0000	0x00
		2	0000 0001	0x01
		3	1011 0010	0xB2
404	Signature (2 bytes)	4	1010 1010	0xAA
		4	1010 1GGP	0xA8
410	Relative timecode (3 bytes)	6	BHHH HHMM	
		7	MMMM SSSS	
		8	SSXF FFFF	
414	Absolute timecode (3 bytes)	9	NHHH HHMM	
		10	MMMM SSSS	
		11	XSSF FFFF	
420	Picture PTS (4 bytes)	12	PPPP PPPP	
		13	PPPP XPPP	
		14	PPPP PPPP	
		14	PPPP PPPP	
424	Picture type/ref (1 byte)	16	PTTR RRRR	
430	Checksum (1 byte)	17	CCCC CCCC	
434	Optional padding (2 bytes)	18	1111 1111	
		19	1111 1111	

Legend

X = Markers	P = PTS
H = Hours	T = Picture type
M = Minutes	R = Picture reference
S = Seconds	C = Checksum
F = Frames	B = Thumbnail taken flag
G = Rights flags	N = No matching hi-res flag

Rights Flags

00 = Full rights
 01 = Limited rights
 10 = No rights
 11 = Rights expired

Figure 4

Introductory Timecode Packet

		<u>Offset</u>	<u>Format</u>	<u>Value</u>
500	User data start code (4 bytes)	0	0000 0000	0x00
		1	0000 0000	0x00
		2	0000 0001	0x01
		3	1011 0010	0xB2
505	Signature (2 bytes)	4	1011 1011	0xBB
		5	1011 1GGP	0xB8
510	Relative timecode (3 bytes)	6	BHHH HHMM	
		7	MMMM SSSS	
		8	SSXF FFFF	
515	Absolute timecode (3 bytes)	9	NHHH HHMM	
		10	MMMM SSSS	
		11	XSSF FFFF	
520	Picture PTS (4 bytes)	12	PPPP PPPP	
		13	PPPP XPPP	
		14	PPPP PPPP	
		15	PPPP PPPP	
525	Picture type/ref (1 byte)	16	PTTR RRRR	
530	Checksum (1 byte)	17	CCCC CCCC	
535	Timecode repair info (2 bytes)	18	UVYY XXZZ	
		19	ZZZZ ZZZZ	

Legend

X = Markers	P = PTS
H = Hours	T = Picture type
M = Minutes	R = Picture reference
S = Seconds	C = Checksum
F = Frames	B = Thumbnail taken flag
G = Rights flags	N = No matching hi-res flag
Y = Timecode flags	U = Truncated proxy start flag
Z = Proxy offset	V = Truncated proxy end flag

Rights Flags

00 = Full rights
01 = Limited rights
10 = No rights
11 = Rights expired

Timecode Type

00 = Original source TC
01 = Repaired TC
10 = House TC
11 = Elapsed TC

Figure 5

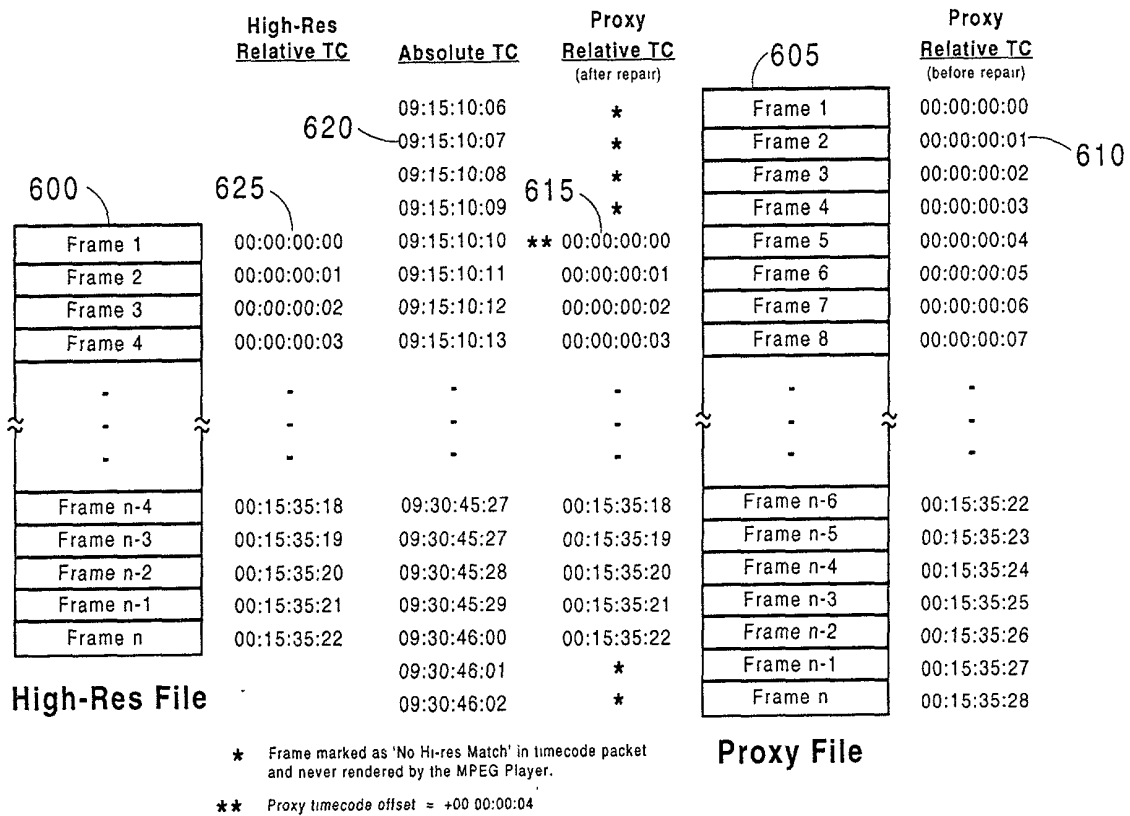


Figure 6

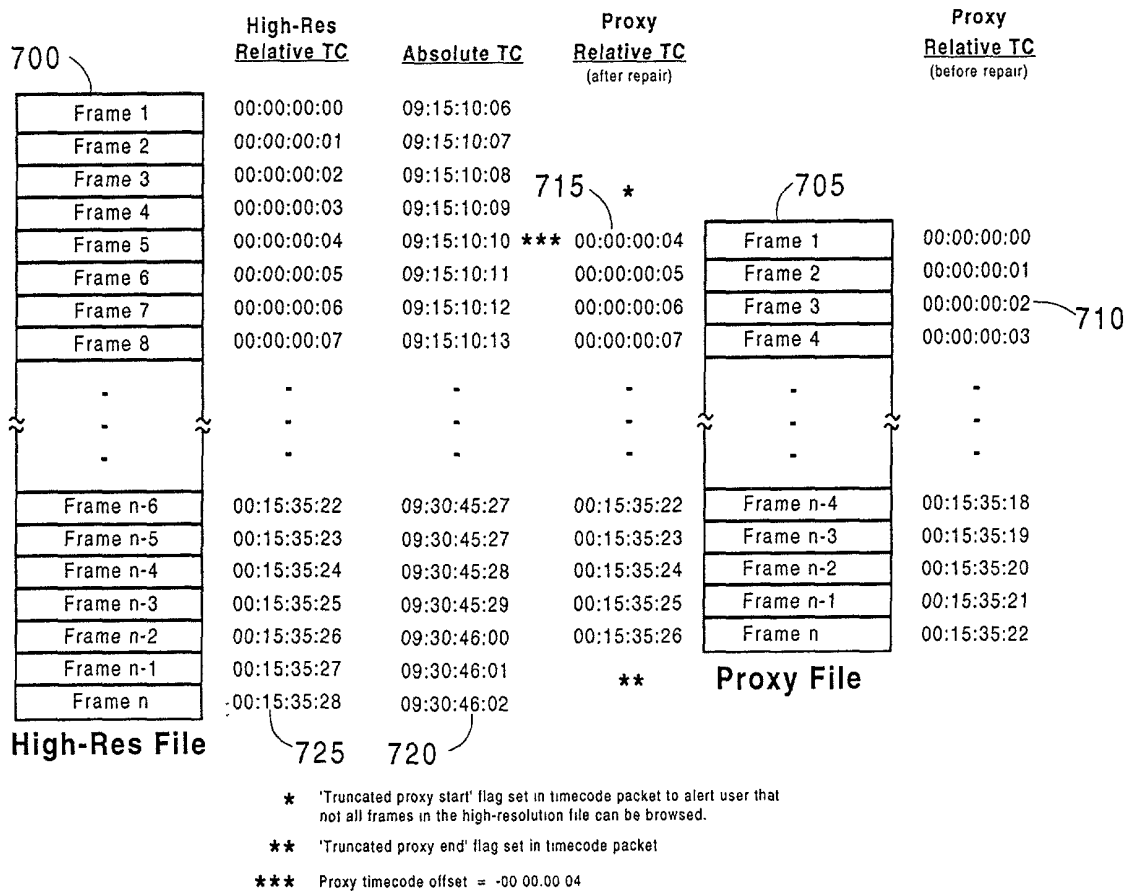


Figure 7

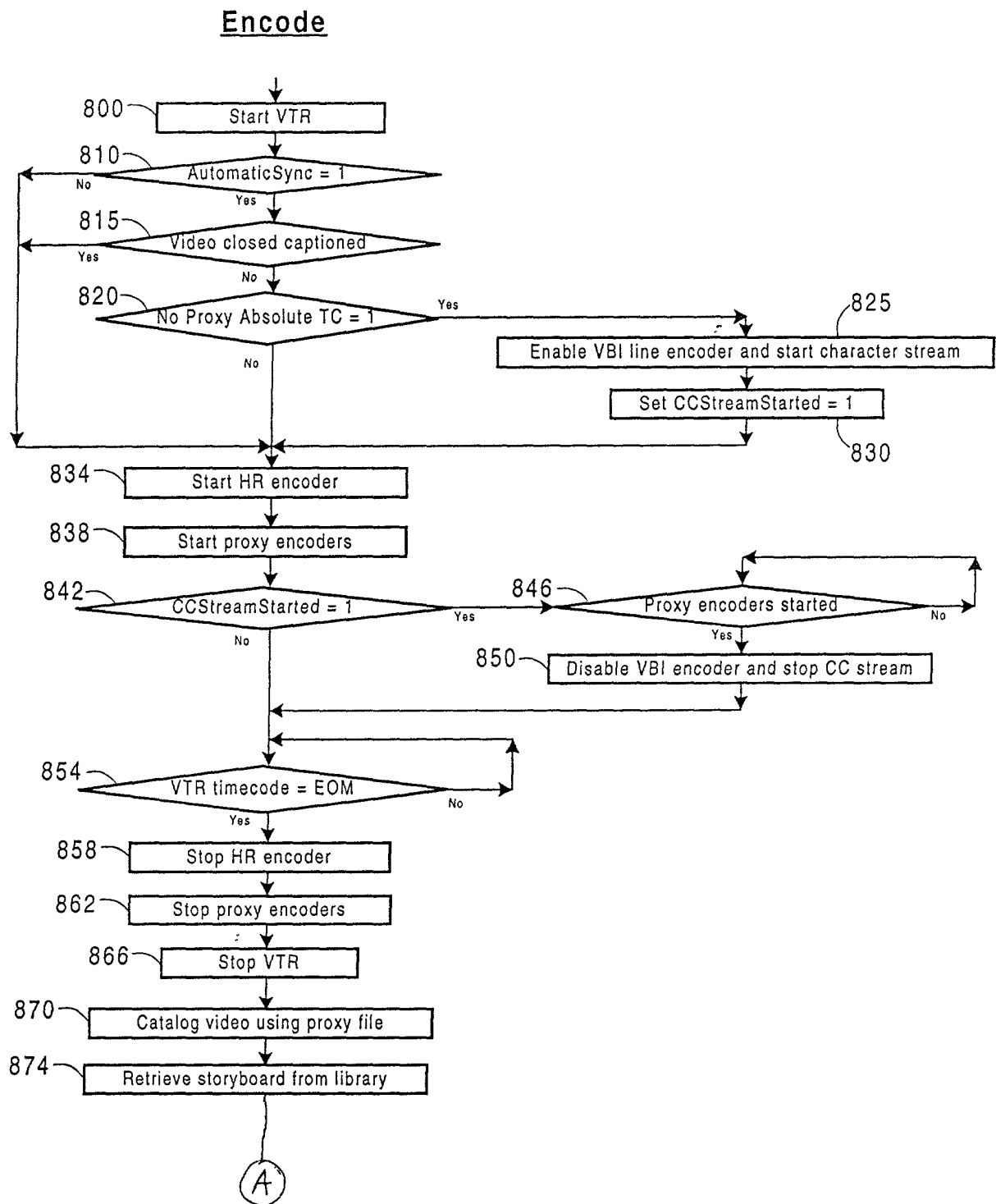


Fig. 8A

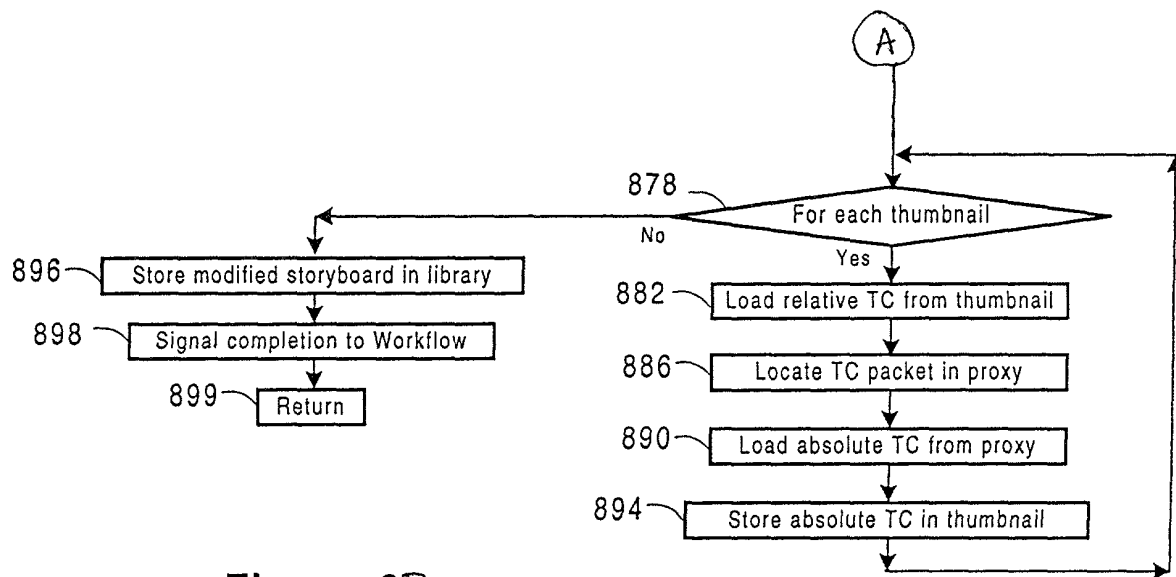


Figure 8B

Repair/Sync Main Routine

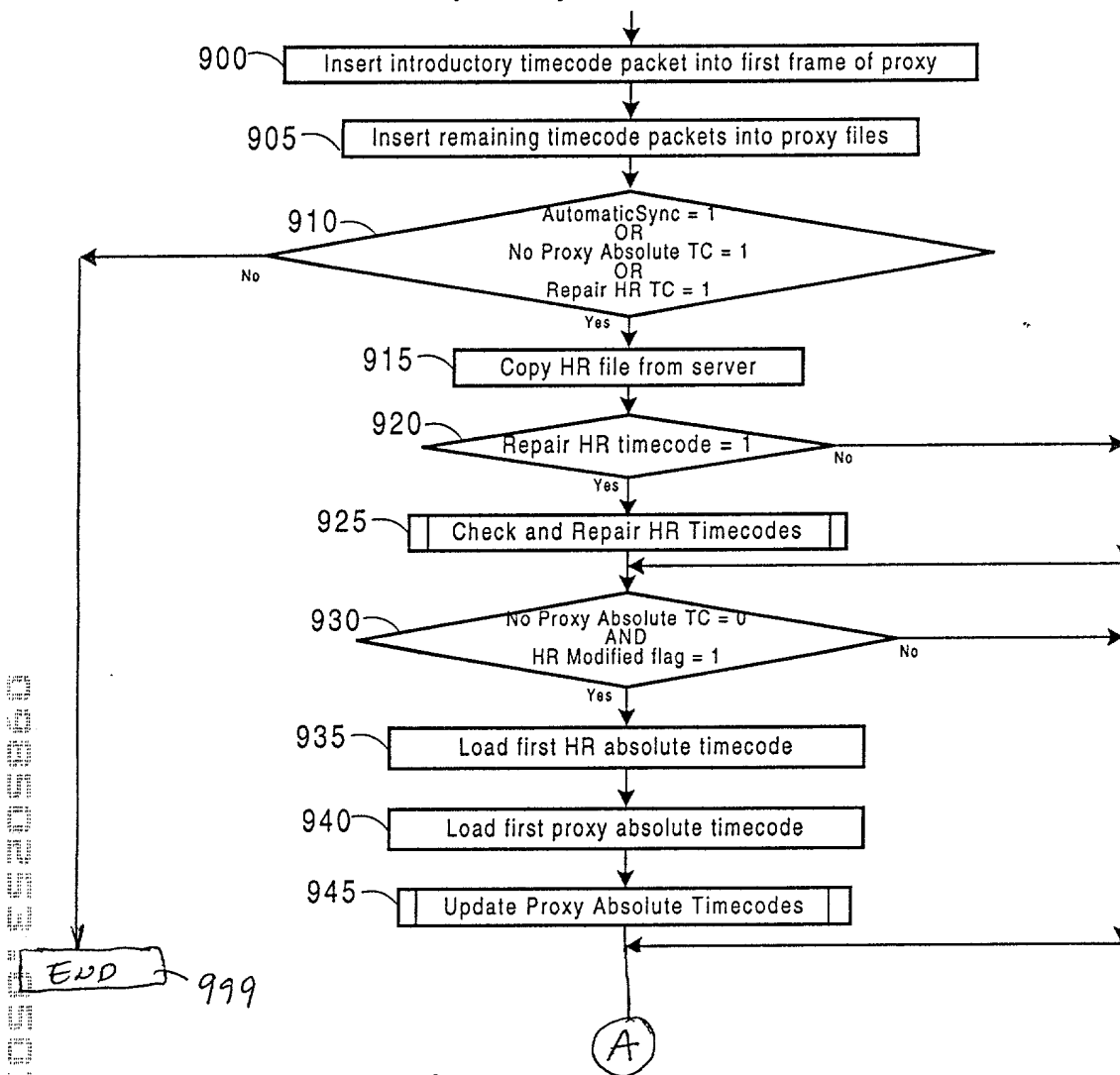


FIG. 9A

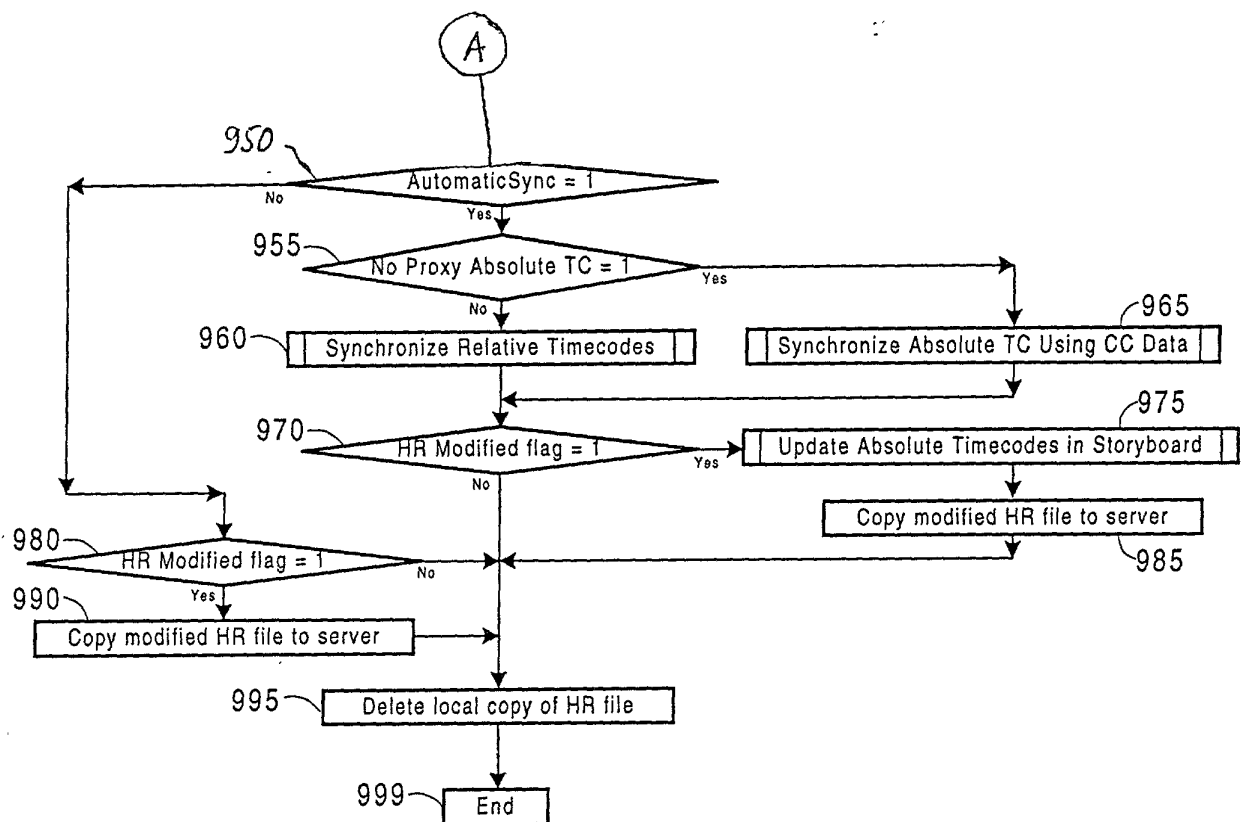


Figure 9B

Check and Repair HR Timecodes

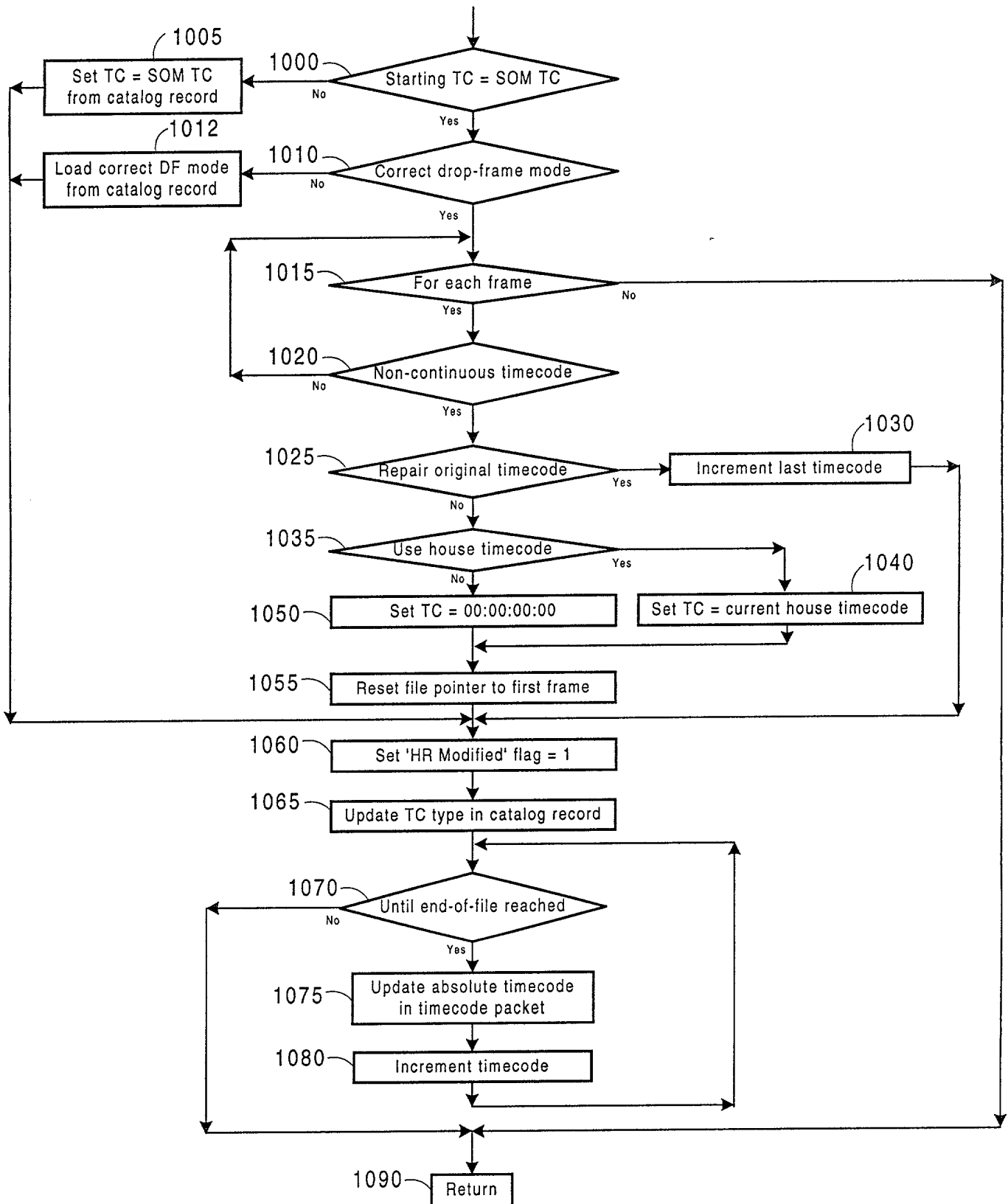


Figure 10

Update Proxy Absolute Timecode

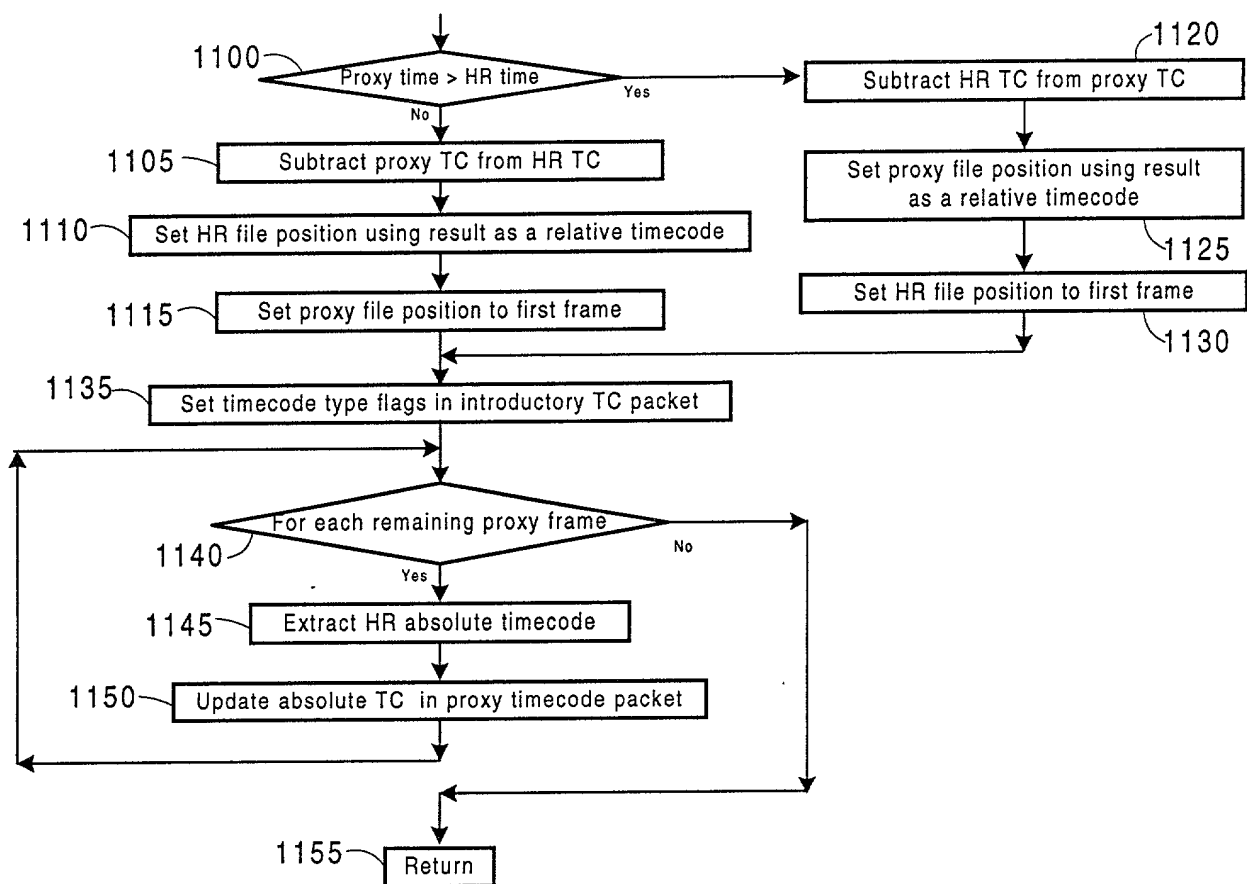


Figure 11

Synchronize Relative Timecode

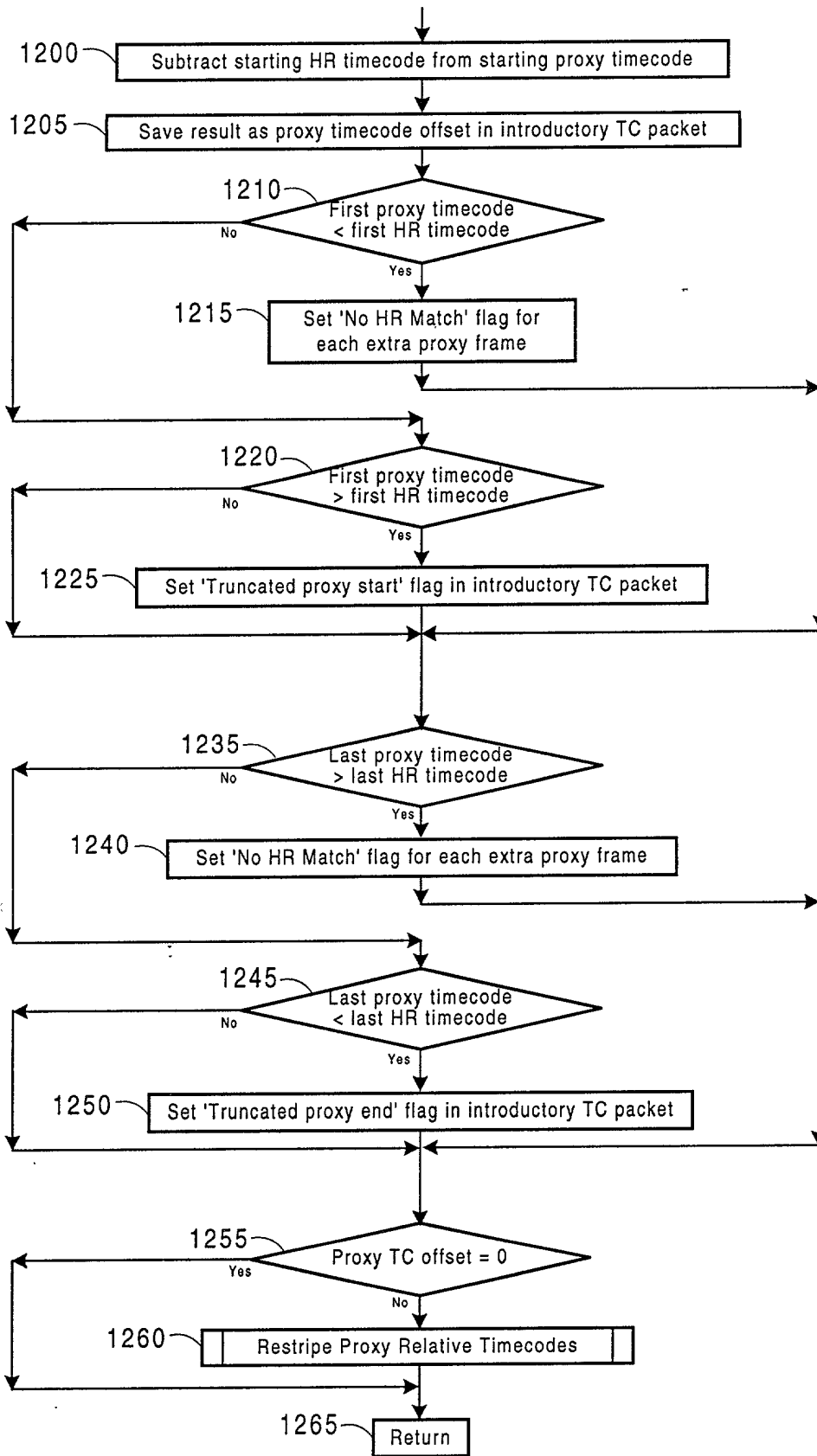


Figure 12

Restripe Proxy Relative Timecodes

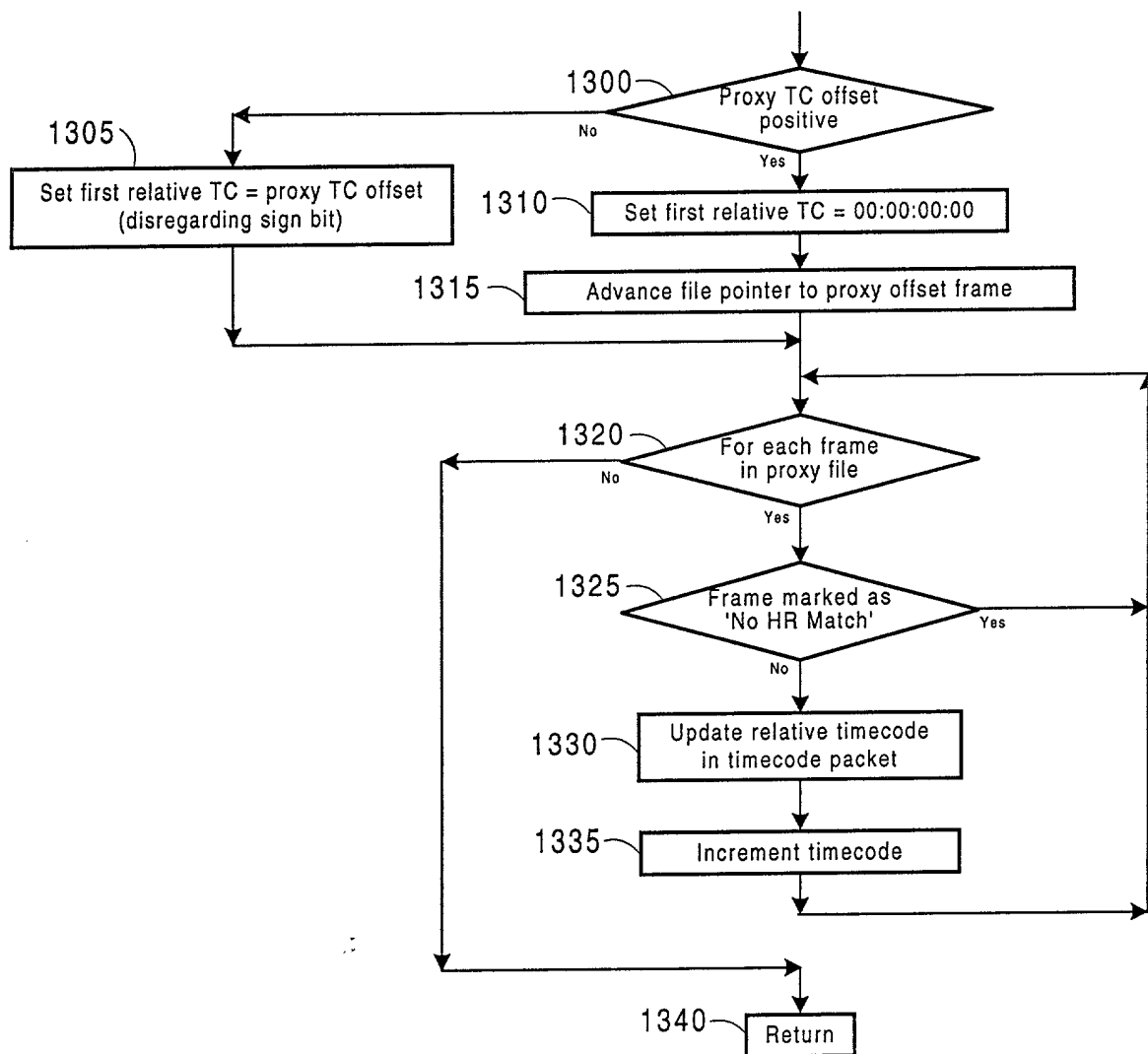


Figure 13

Synchronize Absolute Timecode using CC Data

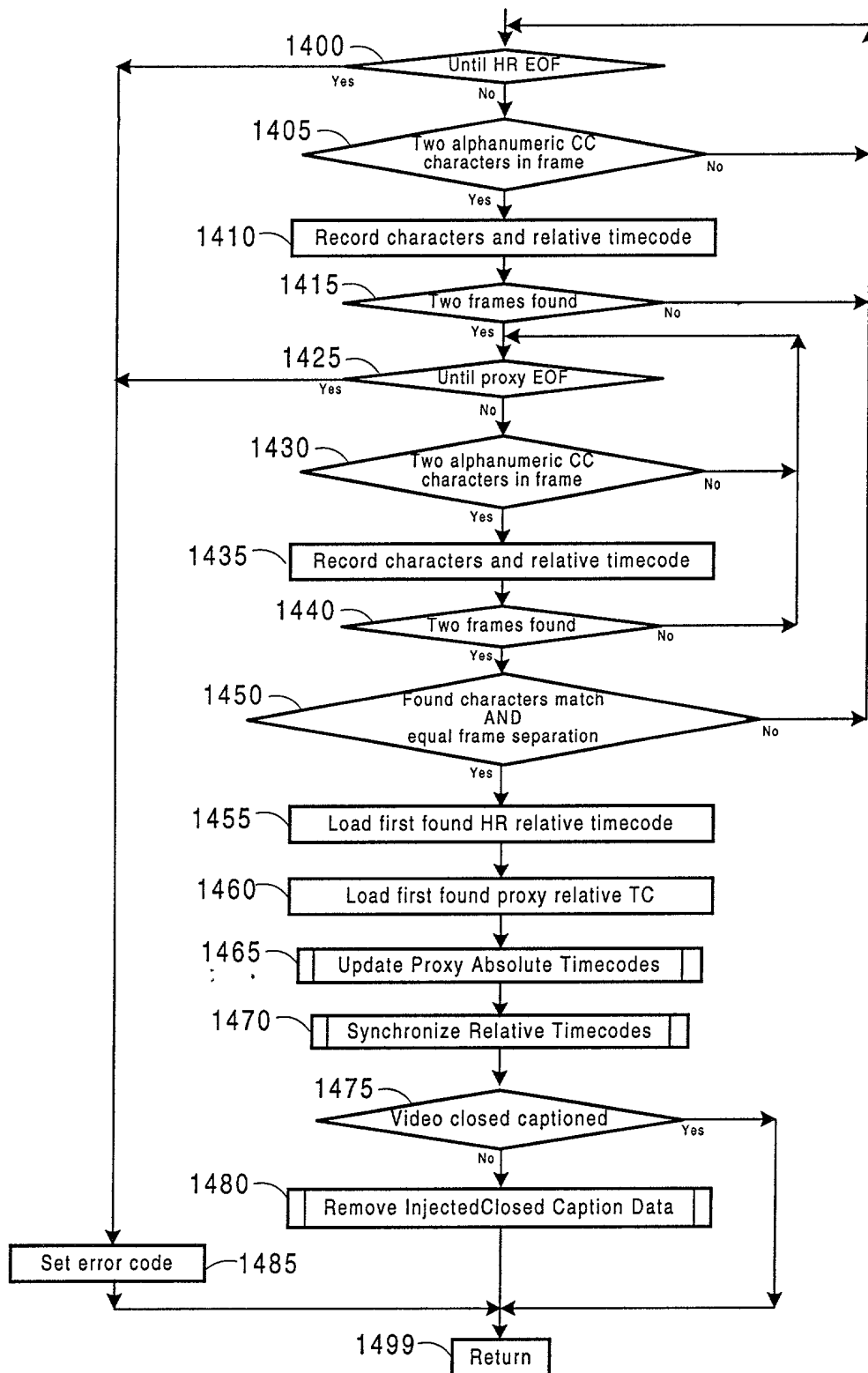


Figure 14

Remove Injected Closed Caption Data

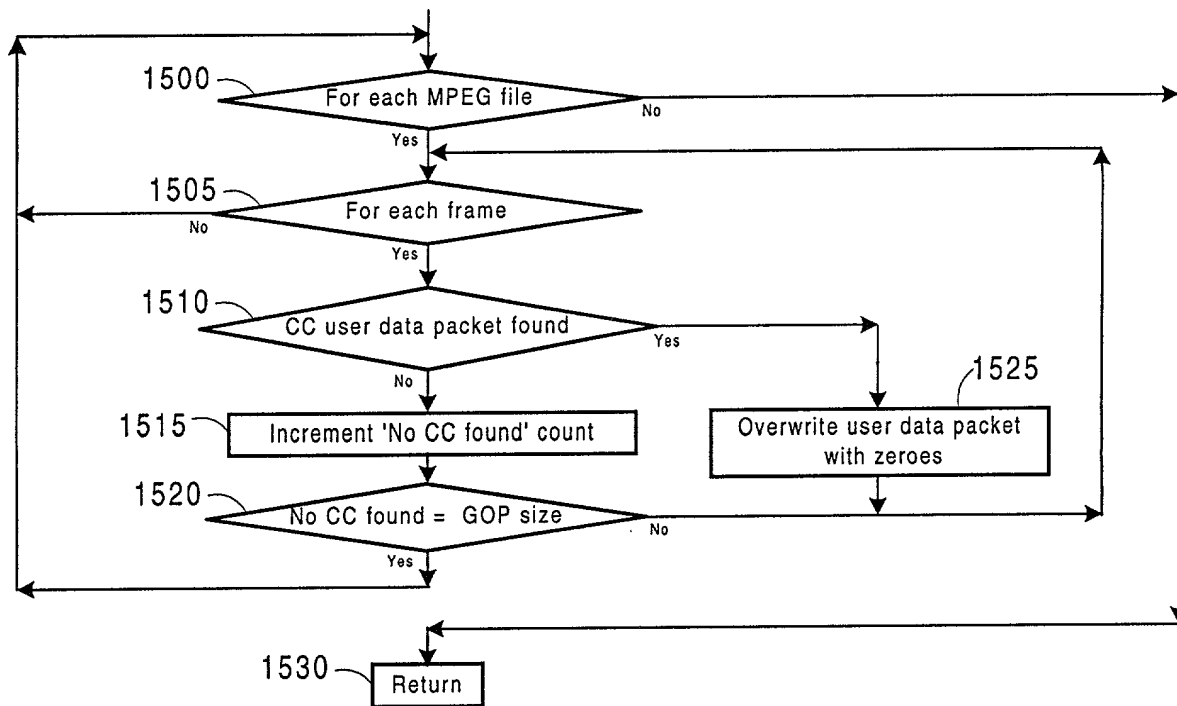


Figure 15A

Update Absolute Timecodes in Storyboard

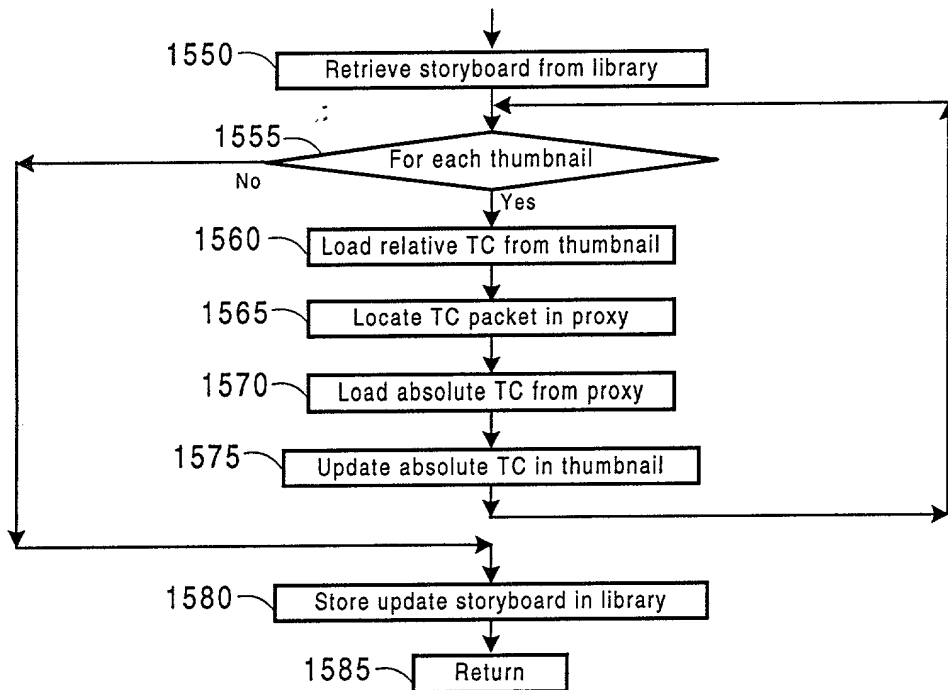


Figure 15B

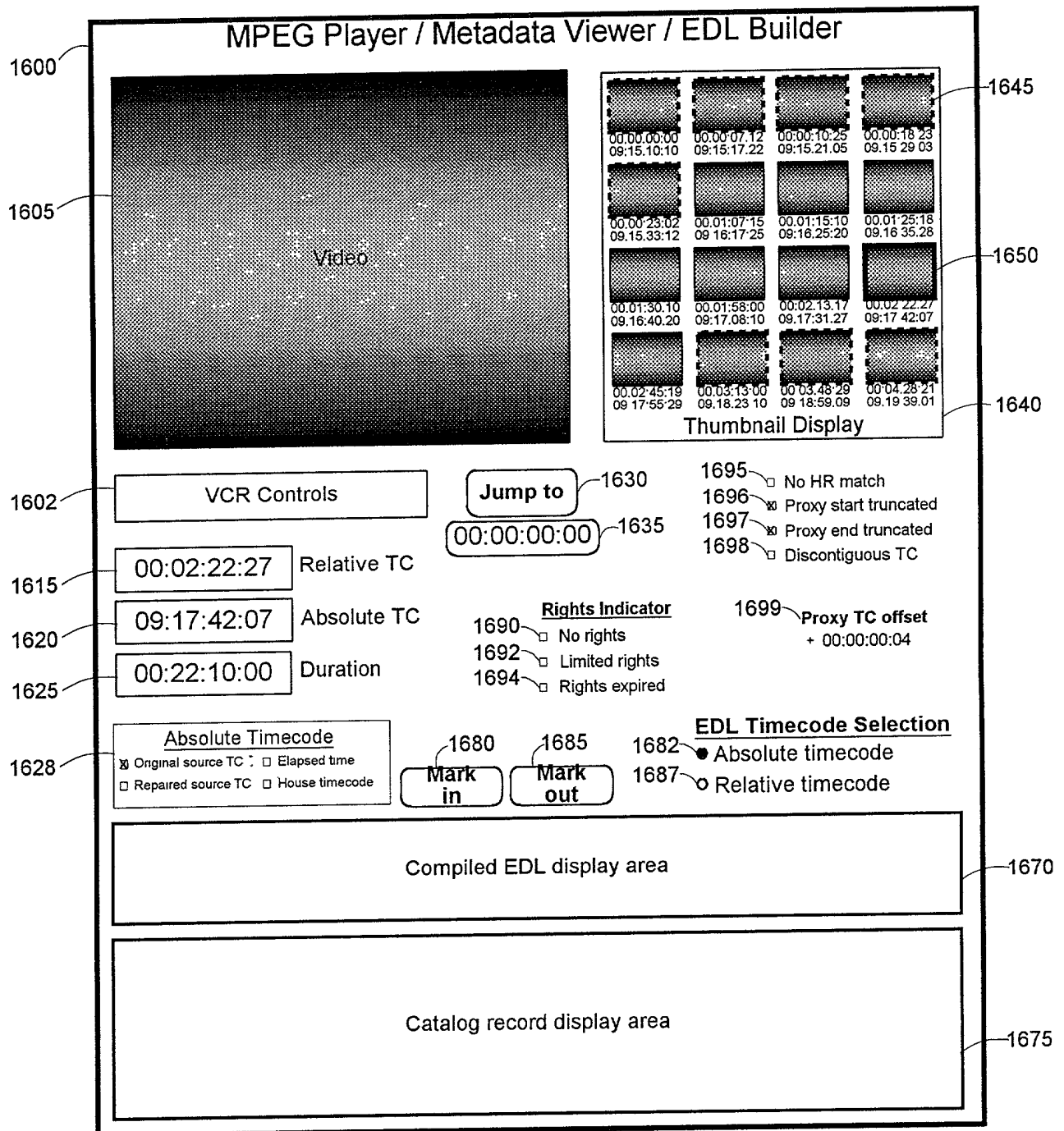


Figure 16

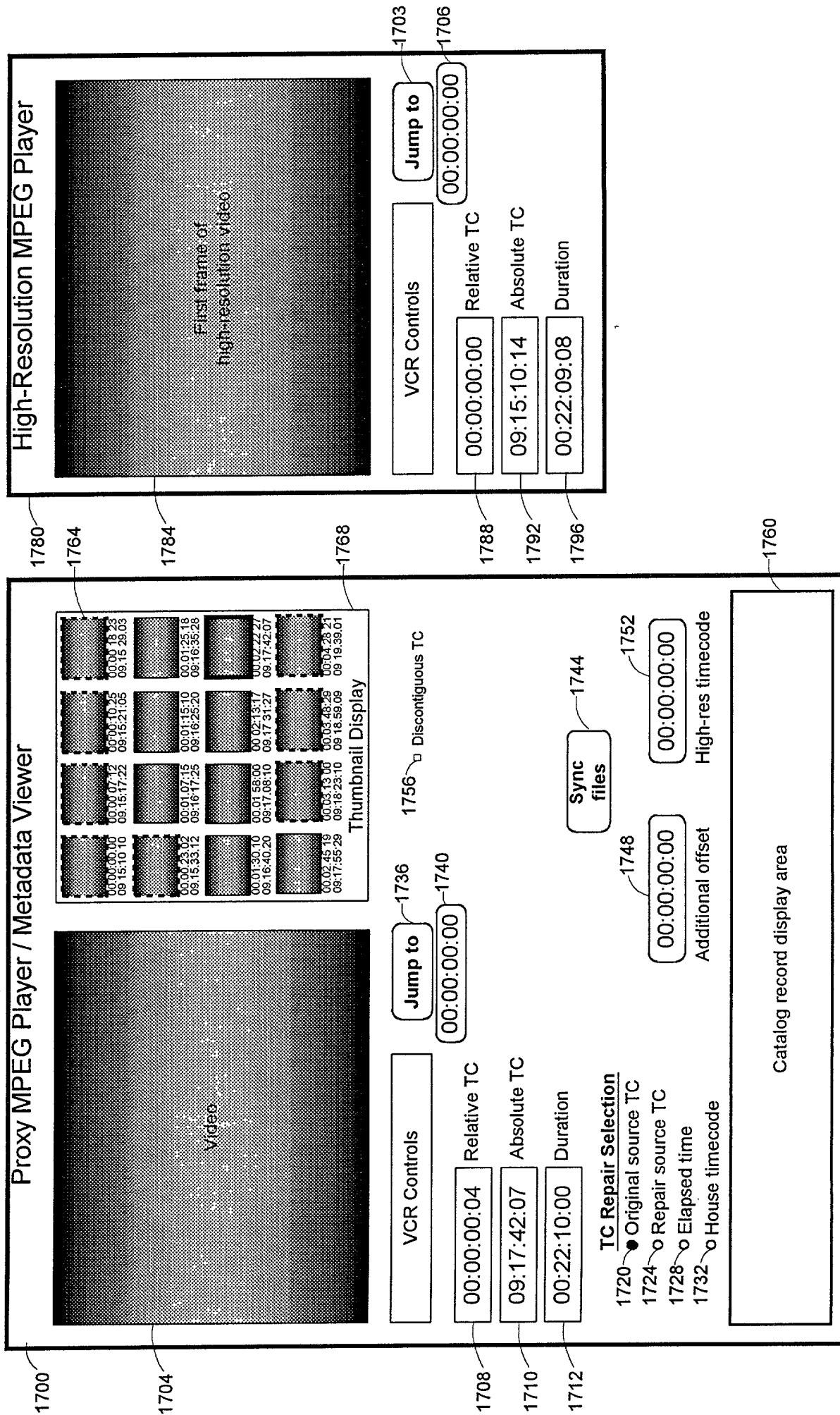


Figure 17